

What is claimed is:

1. A method of playing a casino game, comprising:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;  
moving the piece in either direction on the field in accordance with a random number generator; and  
when the piece reaches either the first end or the second end, accounting for the wager.
2. A method as recited in claim 1, wherein when the wager is made when the piece is in the center, the wager pays even money with a house commission deducted.
3. A method as recited in claim 1, wherein the wager pays an amount based on a chance of reaching the desired end from a position the piece is in when the wager is received.
4. A method as recited in claim 1, further comprising offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.

5. A method as recited in claim 1, further comprising offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.
6. A method as recited in claim 1, further comprising offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.
7. A method as recited in claim 1, wherein the random number generator comprises a die.
8. A method as recited in claim 1, further comprising moving the wager onto an area of a table whereby the position of the wager indicates a desired end and a location of the piece when the wager was placed.
9. A method as recited in claim 1, further comprising offering a side bet on an outcome of a next output of the random number generator.
10. A method as recited in claim 1, further comprising using respective lines for each player in order to identify which player has placed the wager.

11. A method as recited in claim 10, further comprising using alignments on the respective lines in order to identify which position the puck was on when the wager was placed.
12. A method as recited in claim 1, further comprising using a mini field for each player to easily identify each player's particular wager.
13. A method as recited in claim 1, further comprising allowing the player to relocate the piece upon approval of a dealer.
14. A gaming table apparatus, comprising:  
a gaming table with a layout comprising squares numbered from a negative number to a positive number, and two finish areas on either end of the squares; and  
a puck adapted to be placed on the betting squares.
15. An electronic gaming device, performing:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;  
moving the piece in either direction on the field in accordance with a random number generator; and  
when the piece reaches either the first end or the second end, accounting for the wager.

16. An electronic gaming device as recited in claim 15, wherein when the wager is made when the piece is in the center, the wager pays even money with a house commission deducted.
17. An electronic gaming device as recited in claim 15, wherein the wager pays an amount based on a chance of reaching the desired end from a position the piece is in when the wager is received.
18. An electronic gaming device as recited in claim 15, further performing offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.
19. An electronic gaming device as recited in claim 15, further performing offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.
20. An electronic gaming device as recited in claim 15, further performing offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

21. An electronic gaming device as recited in claim 15, further performing initiating a jackpot or bonus round when the random number generator has been invoked a predetermined number of times without a resolution of the game.

22. An electronic gaming device as recited in claim 15, further comprising offering an option which automatically advances a current game to resolution.

23. An electronic gaming device as recited in claim 15, further comprising allowing the player to position the piece in any position on the field.

24. An electronic gaming device as recited in claim 23, wherein the player can position the piece only when there are no active bets on the field.

25. An electronic gaming device as recited in claim 15, further comprising automatically notifying the player of a betting opportunity which would guarantee the player a win for the current game.

26. An electronic gaming device as recited in claim 15, further comprising automatically notifying the player of a betting opportunity which would result in the player have a chance of winning greater than a predetermined threshold.

27. An electronic gaming device as recited in claim 15, further comprising offering the player an option to play multiple simultaneous games.

28. A computer readable storage medium, controlling a computer to perform:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;  
moving the piece in either direction on the field in accordance with a random number generator; and  
when the piece reaches either the first end or the second end, accounting for the wager.
29. A computer readable storage medium as recited in claim 28, wherein when the wager is made when the piece is in the center, the wager pays even money with a house commission deducted.
30. A computer readable storage medium as recited in claim 28, wherein the wager pays an amount based on a chance of reaching the desired end from a position the piece is in when the wager is received.
31. A computer readable storage medium as recited in claim 28, further performing offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.

32. A computer readable storage medium as recited in claim 28, further performing offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.

33. A computer readable storage medium as recited in claim 28, further performing: offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

34. A computer readable storage medium as recited in claim 28, further performing initiating a jackpot or bonus round when the random number generator has been invoked a predetermined number of times without a resolution of the game.